

(12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(19) World Intellectual Property Organization International Bureau



(43) International Publication Date
31 December 2003 (31.12.2003)

PCT

(10) International Publication Number
WO 2004/001536 A3

(51) International Patent Classification⁷:**A63F 13/00**

(21) International Application Number:

PCT/US2003/019185

(22) International Filing Date: 18 June 2003 (18.06.2003)

(25) Filing Language:

English

(26) Publication Language:

English

(30) Priority Data:

60/390,812

20 June 2002 (20.06.2002)

US

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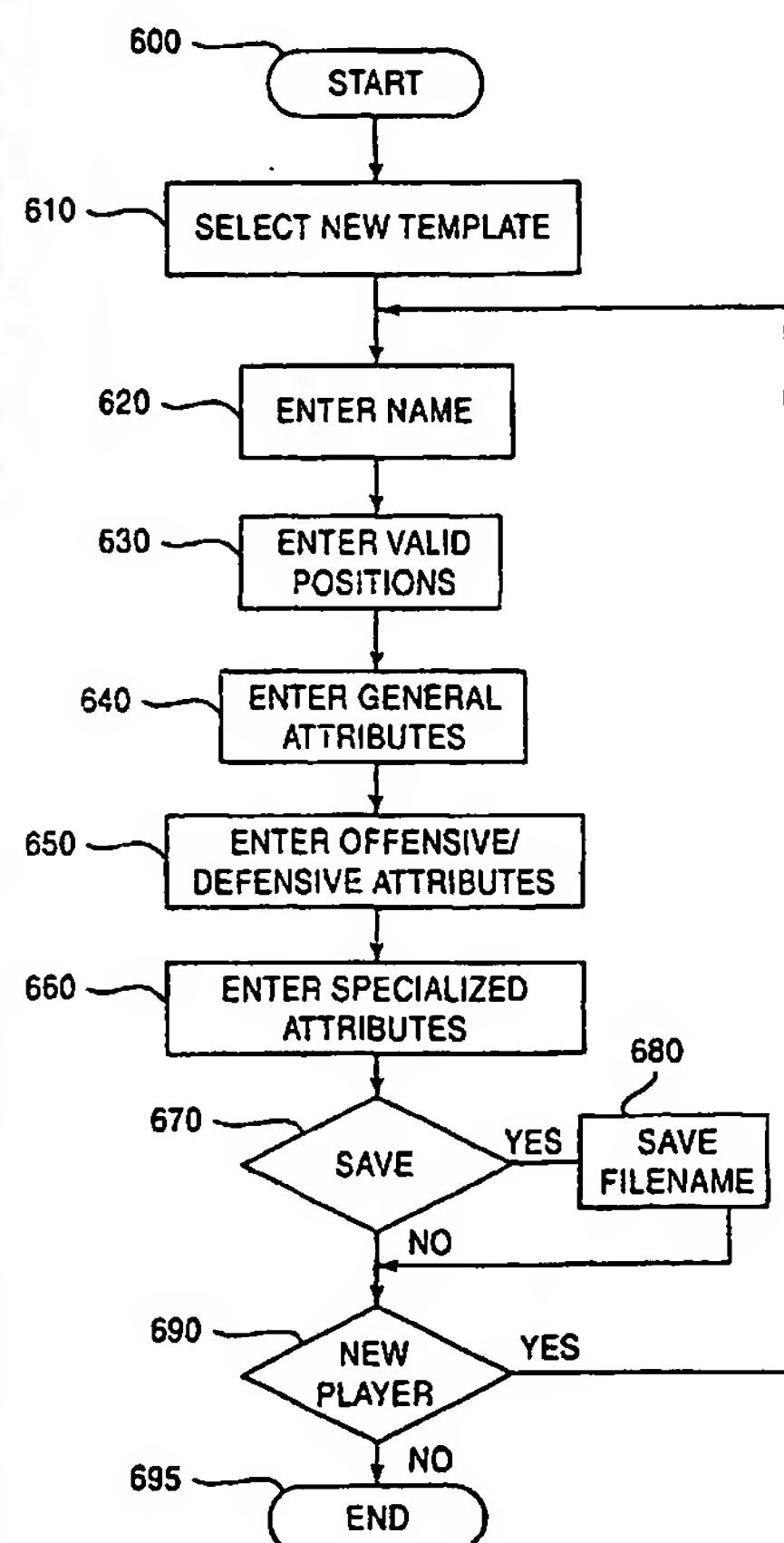
(81) Designated States (*national*): AE, AG, AL, AU, BA, BB, BR, BZ, CA, CN, CO, CR, CU, DM, DZ, EC, GD, GE, HR, HU, ID, IL, IN, IS, JP, KP, KR, LC, LK, LR, LT, LV, MA, MG, MK, MN, MX, NO, NZ, OM, PH, PL, RO, SC, SG, TN, TT, UA, US, UZ, VC, VN, YU, ZA.

(84) Designated States (*regional*): ARIPO patent (GH, GM, KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IT, LU, MC, NL, PT, RO, SE, SI, SK, TR), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

Published:— with *international search report*(88) Date of publication of the international search report:
8 April 2004

For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

(54) Title: AN ATHLETIC GAME LEARNING TOOL, CAPTURE SYSTEM, AND SIMULATOR



(57) **Abstract:** A system and method is provided for simulating an athletic event. This system and method begins by entering players for positions (630) in a squad on an offensive, defensive or special team, wherein each player has vital statistics, general attributes (640), offensive/defensive attributes (650) and specialized attributes (660) which predict athletic performance associated therewith. Players are then placed in a formation. A play is then established based on the formation in which the moving pattern and activity of each player is defined. The play is then simulated by having each player executing the moving pattern and activity, as modified by the vital statistics, general attributes (640), offensive/defensive attributes (660) associated with each player.

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